

Dreamcast



GRANDIA II



GA
GAMING

UbiSoft
ENTERTAINMENT

DISLICERY INSTRUCTIONS

Please read the manual and particularly this paragraph before using this video game system or following your children or use it. A responsible adult should go through with any minors. The operator becomes aware that Discreetsoft believes in leaving play as it is in place. Some people are susceptible to epilepsy or seizures or loss of consciousness when exposed to certain video games or high patterns or frequency that such people may have a unique body watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy, or has never had an epileptic seizure. Certain conditions may induce undiagnosed epileptic symptoms even in persons who have no history of seizures or epilepsy. If you are anyone in your family that has had symptoms related to epilepsy (convulsions or loss of consciousness) when exposed to flashing lights, contact your doctor about it. Please, the advice that parents should monitor the use of video games by their children. If you or your child experience any of the following eye pains, dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsions, IMMEDIATELY discontinue use and consult your doctor.

POSITIONS RECOMMENDED

- Be away from the television screen as far as the length of the GameMaster cable allows. We advise that you will a minimum of 3' (90 cm) away from the television screen.
- Preferably the game should be played on a small television screen.
- Avoid sitting if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 minutes per hour while playing any video game.

GETTING STARTED

The CD-ROM can only be used with the Discreetsoft System. Do not attempt to play this CD-ROM on any other CD player. Doing so may damage the read/write head and optical.

1 Set up your GameMaster console by following the instructions in your GameMaster System Instruction manual. Plug in Control panel 1. For 1-4 player games, plug in ports 2-4 also.

2 Place the GameMaster CD-ROM (not the box) in the well of the CD tray and close the lid.

3 Press the Power button to load the game. The game starts when the Discreetsoft logo screen (a walking figure) turns the player OFF and your screen (the control panel).

4 If you wish to stop a game to proceed to the game menu and you want to restart, press A, B, C, Y and Start simultaneously in order to the game to unload. Press A, B, C, Y and Start simultaneously again to return to the Discreetsoft control panel.

5. If you turn on the power without inserting a CD the Discreetsoft original panel appears. If you wish to play a game, place the GameMaster CD-ROM in the tray and the game will automatically load up. However, your GameMaster CD-ROM contains a ready to use file unless the disc is to read. Be sure to copy the disc data and handle it carefully. If your GameMaster System has trouble reading the disc remove the disc and reinsert it carefully starting from the center of the disc and reinsert straight and towards the edge.

MANAGING YOUR DISCREETSOFT CD-ROM

- The GameMaster CD-ROM is intended for use exclusively with the GameMaster System.
- Do not to keep the surface of the CD-ROM free of dust and scratches.
- Do not leave it in direct sunlight or near a radiator or other source of heat.



The Legend of the Battle of Good and Evil

Story

Characters

Starting the Game

Using the Controller

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The Character Growth System

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Drakella II Books

User Support



When the world was still young and unpeeled an every dawn-making Oruan, the God of Light came. And was borned in the body light of Sunnen. Then these were the days of marvels.

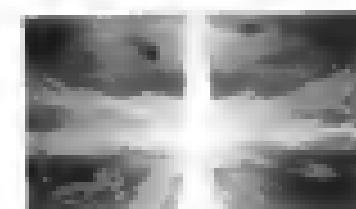
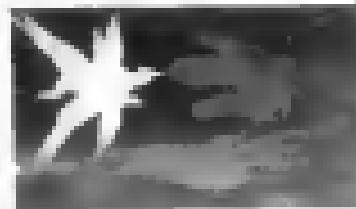
Not alone were those who sought the power to reveal Oruan. They found power in Kalmal, the God of Darkness. Power to release the energy bound up in the Forces, to rule the world.

Thus in those days they made war.

The fighting continued endlessly, until the sword of Oruan pierced the infinite darkness of Kalmal. The mighty blow from Oruan not only crushed Kalmal to pieces but also carved several ugly scars on the red surface of the planet.

These are the Gharabbi that scatter over with present earth of the land.

The reason why we call this earth the "Scarred Land".



Ready to a mighty, iron-clad company and mounted the company to him, because he had to go to the palace. When Alfonso was on his way, he had to go to a gathering in the city of Madrid. The rich and the nobility as well as the poor were invited to this.

There, no have given a place to keep the government. Ryoko, who was still quite young, was a follower of Oruan, the village of Carbo.

Oruan in Carbo, the better, because it was carved by the wind, making hymns to Oruan. Informed Ryoko, the nearby church and built a Sepulchre. Best, probably last for an underground cemetery.

It is true that Ryoko took enough to serve as a bodyguard to the longshore Oruan. Ryoko had a lot of time to read. What would I do a few paragraphs.

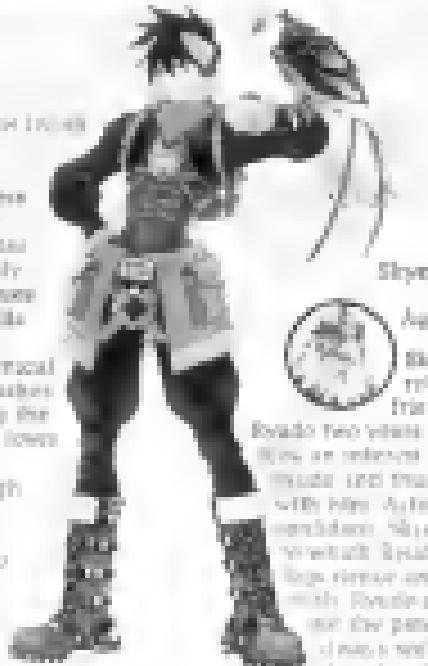


Ryudo
Age: 17

Ryudo makes his living as a Greghound, bouncing from job to job, completing them regardless of moral judgement. Ever since he was a child, he has taken his training seriously, and now even his colleagues recognise his superior skills with the sword.

Characterised as being cynical and pessimistic, Ryudo pushes forward, intent on getting the job at hand done. Ryudo loves to pick on his travelling companion, Slayn. Although they sound harsh to one another at times, Slayn is perhaps the only one who truly understands Ryudo.

• Weapon: Scord



Slayn
Age: 40

Slayn is Ryudo's most reliable partner and friend. Upon meeting Ryudo two years prior, he immediately likes, or dislikes, the closed, hearted Ryudo, and thus began their journey with him. Acting as Ryudo's sole confidante, Slayn remains the only one Ryudo can share his life-long, deepest and deepest feelings with. Ryudo's indifference brings out the paternal side of Slayn, who does his best to refine Ryudo's harsh sense of honor.



Allenna
Age: 7

Allenna is somewhat of a mystery. Somewhat egocentric and impudent, Allenna cannot stand indecisiveness and is quick to point when things do not go her way. Allenna is a mysterious girl who appears suddenly. Although her hair is really long and beautiful, she keeps it in a strange braid. She says she hates to cut it but when it grows, she loves to leave it hanging out. She is impulsive and impudent and cannot stand those and uncertain people. She is quick to point when she doesn't get her way, going

wild without a care in the world for the lives of others. But she still has a soft spot for small and cute things, always trying to pet them. She is wild and unrefined, but she is really

• Weapon: Bow



Elena
Age: 17 Height: 158-cm Weight: 40 kg

Elena is a "Grahan Songstress." Although the name Songstress may sound high and noble, she is really just an acolyte to the Order of Grahan who happens to be good at singing. She may seem to be trying to be helpful to people, but she is probably more like a somebody who just can't leave someone in trouble well alone. After earning the Order of Grahan with its teachings to serve those who are suffering, she begins to take care of the other Sisters in the church. She has loved singing ever since she was little, and wishes that her singing could banish darkness from the hearts of people and bring back the Light.

• Weapon: Staff





Rosin

Age: 13 Height: 165 cm Weight: 57 kg

Rosin is a boy who seems to be on a journey to find something. His silvery streaked hair makes him quite charming. Interestingly aware that others think he is cute, he is often taunted by adults. He sometimes uses oddly adult language. He seems to be well used to the perils of travel, managing to dress well, taking pains to make sure his clothes stay clean, even on a long journey. There is nothing so delightful about his manner and he goes along with everyone on the long trip being the owner of a bright character personality which makes everyone smile and feel good.

Tao

Age: 7 That appears to be a manager? Height: 192 cm Weight: 41 kg

Tao is an extension projected at the time of the Battle of Good and Evil long ago. She looks just like a human, but she has no feelings and only does nothing for herself, just the reverse she is queen. When she is forced to do business or a task, her eyes open, she can only give a certain "I'm not the other". She is a cold-hearted which are unkindness. She has a taste for eating food, perhaps because she is trying to understand with the other human.

Weapon: Knives



Mellice

Age: 22 Height: 179 cm Weight: 67 kg

Mellice has an elegant look and a peculiar appearance. His eyes have a cold-blooded glares and an insatiable smile is always on his face. His actions are full of mystery but the result of them are nothing but cruel and inhuman. His commandment is flowing and elegant, but he attacks his enemies ruthlessly. Called the "Dreadful Man of Mystery", he brings the reign of corruption and chaos. He is said to bring a terrible curse to men and land after he merely passing through.

Mareq

Age: 14 to 20s Height: 190 cm Weight: 82 kg

Mareq is a bear-man who has been searching for the evil enemy who had attacked his village. He is a hunter at home in nature who walks across fields and mountains without making a sound over about 20 km prey. The basis for his actions is not Gory or Dign, but rather what he feels from the flow of nature, and he believes that living according to this way of thinking is life itself. He has a hearty personality and an equally hearty appetite which can be astonishing to those around. He has a very courageous but a bad nature.

Weapon: Axe



Zora Inacoritus

Age 58 Height 166 cm. Weight 69 kg

Zora Inacoritus is the Bishop, the Pope of the Church of Orasus. As the central personality of a world-wide religion, he is a well-known man. At the Orasus Cathedral, he has continued to pray for the happiness and prosperity of mankind and preach about the second coming of the holy God Orasus in order to save the cursed world. Anyone who meets him is said to be touched by His kindness and benevolent heart, gaining profound peace of mind. The reports of oracles appearing in places all around the world have weighed heavily on his heart and a melancholy tone has begun to settle upon his existence.



Selene



Age 29 Height 175 cm. Weight 67 kg

Selene is a High Priestess in the Church of Orasus. Many people are said to be taken by her noble and beautiful almost ethereal appearance. Her smile is full of affection and her eyes shine with a glow well beyond all rightnormans. However, in addition to her kind expression, she also has the title of a merciless inquisitor of heretics. She travels around the world with the Knights under her control in order to prevent the Revival of Valmar. She and her Cathedral Knights are known as the 'Hawks of Orasus'.



RYADO

Four animals live in underground passages and tunnels. They usually live with no one in lighting dark dangerous. Other than humanoid players, who is known about these animals, but if you make friends with them, then you can help out Ryado and his party on his journey.



Cartoon design: Asuka Hidaka

Insert the Grandia II disc into the Dreamcast™ game console and turn the power ON. From the title screen, press the Start Button to start the game. If you have any saved games, the start menu will allow you to select either "New Game" or "Load Game".



Starting a New Game

If you want to play the game from the beginning, select "New Game" and press start. The opening movie will begin and when it ends the main menu will start (you cannot skip the opening movie).

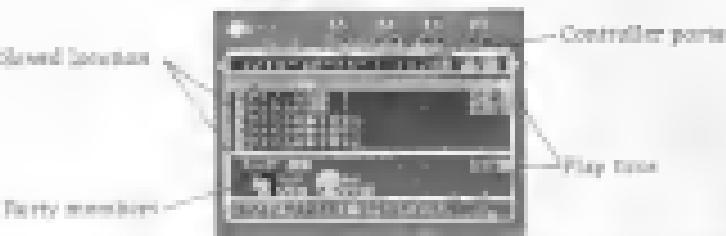
*Do not move the Analog Directional Key or L/R Triggers while turning on the Dreamcast™ power. Doing so may disrupt the controller initialization procedure and result in malfunction.



Load and New Game

If a saved game is present on a memory card (Visual Memory, sold separately) then select "Load Game" and press start. Use the L/R Triggers to select the saved game where the memory card is inserted, select the saved game you wish to load, then press start. Your adventure will continue from the previously saved point.

(For more details on saving games, see P. 37 "Save Game")



Ending Play

Since you can't resume your game unless you save it first, be sure to save before ending play. When you want to end play, press the OPEN Button on the Dreamcast™ console. After the disc stops spinning, remove the disc. Close the disc door and press the POWER Button to turn the power off.



The DualShock 3 Controller

Analog Directional Key



X Button

Y Button

B Button

A Button

Directional Buttons

Share Button

Expansion socket 1



L Trigger

Expansion socket 2

L Trigger

Never touch the Analog D-pad Pad or Triggers L/R while turning the DualShock 3 power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

WARNING: Do NOT move the Analog D-pad Pad or press the L/R Triggers while turning on the power. The game controller will not initialize properly if the Analog D-pad Pad or the L/R Triggers have been pressed. The D-pad Pad can only be inserted into the charged Expansion Sockets of the controller.

This is a one player game. Connect the controller and other compatible peripherals to the controller ports of the DualShock 3 controller before turning the power on. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Share Buttons. This will cause the DualShock 3 to soft-reset and display the title screen.

*Correct operation is not guaranteed if incompatible controllers are used.

Function

Move	Move the character left/right
Move	Move the character back
Move	Move the character front
Move	On Casting, you can toggle between run/walk. * Inverses, talk, escape menu commands
Move	Change the destination for the compass
Move	Rotate the camera angle (On Casting, you can toggle the direction of rotation).
Move	Switch to the Menu Screen

*The X Button is not used on the DualShock 3.

Move Buttons/Control, Input

Move	Select various commands, characters and items
Move	Enter Button for commands, etc.
Move	Cancel Button for commands, etc.
Move	Cancel/Escape
Move	Switch between player in the title window
Move	Control command input. Enter screen displayed while armed. When party A is in effect, Change viewpoints.
Move	Switch between player in the app window
Move	Switch party. A Party Face OFF, etc.
Move	Switches among Weaves/Mage/1, types of items

*The Share Button is not used on the Move Buttons/Control screen.



The connections between the various game fields are described briefly below. Players may explore by navigating through town and dungeon fields. If you enter a building inside a town, you will enter an indoor field. If you come into contact with an enemy in a dungeon field, the combat screen will appear.

Town Fields

Town fields are located in areas where people live. You should actively explore and talk to people to gather information. When you go inside a building, the screen will switch to an indoor field. When you leave the town field and go outside, you will see an area map. You may also encounter dungeon fields inside towns.



On into a building
Out of building

Indoor Fields

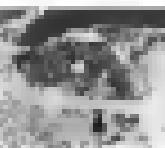
When you enter a building located inside a town field, the screen will switch to an indoor field. Indoor fields have four camera angles, you can use the L/R Triggers to change them. If you see the name of another location when you move near a door or opening you may enter that location from there.



Contact enemy
End of indoor



Area Maps



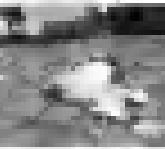
Area maps display the locations you have already visited, allowing you to pick a region and move there. You can move to any region on the area map displayed with white letters. Move the feather cursor to the region you wish to visit, then press **Esc** to display the screen for that region.

Dungeon Fields



Contact enemy
End of dungeon

Combat Screen



When you encounter an enemy, a combat scene will appear. If you defeat all the enemies or make a successful escape, you'll return to the previous dungeon field. If all members of your party fall in combat, your character will die and the title screen will appear.

The Four Benefits of Growth

There are four elements of growth that offer power-ups for characters: Mana magic and the like. Basic growth occurs when a character ascends in level by gaining experience points in combat. In addition, the player can allocate coins earned in combat to enhance a character's mana magic and skill.



What You Can Do by Defeating Monsters

Your party earns the following five types of bonuses when they defeat enemies in combat. Experience points, special coins and magic coins are required for character growth.

Experience Points (EXP)

Experience points are given to each character individually. When a character gains enough experience points, they will ascend in level.

Special Coins (SC)

The party collectively earns SC upon victory in combat. SC are used to learn and power-up moves and skills.

Mana Coins (MC)

The party collectively earns MC upon victory in combat. The MC are used to learn or power-up Mana Egg magic and skills.

Gold

Items are obtained from defeated enemies. Some items are valuable and can't be found in general stores.

Character Growth

When a character's experience points earned in combat reach a certain value, the character goes up a level. His or her MP and SP values also increase.

Mana Egg Growth

Mana coins earned in combat can be used to learn or power-up the spells in your Mana Eggs. Whether you power-up one spell you like or learn a broad range of different spells, it's up to you to decide how to allocate your mana coins.

Gold

The party collectively earns gold upon victory in combat. The gold is used to buy items at general stores.

Move Growth

Special coins earned in combat can be used to learn or power-up each character's unique moves. Like magic, the order moves are learned in order to you. Unique moves can't be learned until specific moves have occurred.

Gold/Gold Coin

Special and magic coins earned in combat can be used to learn or power-up the skills written into your books. You learn skills to enhance a character's strength and/or make up for weaknesses.

Menu

Item Screen

Pressing the Start Button on any field screen will display the menu screen. On the menu screen, you can make various preparations for your adventure. Select the command you want and press enter.



Character window

Lists the current values of each character's HP, MP and SP.

Menu commands

Select a command and press enter to switch to the various screens. For details about commands, see the following pages.

HP: Hit Points
MP: Magic Points
SP: Special Points



Place name: **Coins and gold**
Leave the name: **Leave any special coins, magic coins and gold pieces earned**



Config

In Config, you can change the following game settings. After you have finished selecting and changing the settings, press the B Button to return to the menu screen.

Settings

- Change the setting of the B Button
- Direction of rotation using the L Trigger
- Sound output
- Screen position



Exploration: Gives an explanation of the selected setting.



Item

The Item screen allows you to read the various items you are carrying. Use the L/R Triggers to select the type of item and press enter to use it. Depending upon what item you choose, another screen will display and allow you to select a target character for the item. Use the X-Y Buttons to move through the pages of the item screen. Items with cleared out names cannot be used.



Select a useable item and press the A Button.

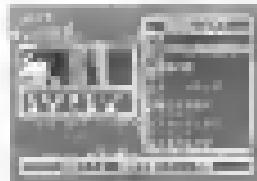
Use Type icons





Equip

Use the Equip command to equip characters with weapons, accessories, Mana Egs and other items you are carrying. You can also change a character's current equipment. First select the character you want to equip and press enter. Next select the type of equipment you want to change parameter, then select the new piece of equipment. To return equipment being worn by the character, you must first remove the equipment and then use the Equip command. To remove equipment, select "Remove" on the equipment selection screen, select the piece of equipment you wish to remove, then press enter.



Select the type of equipment to change and press the A button

Type of equipment

The type currently being worn appear underneath the equipment type. If an item is blank, the character is not wearing that type of equipment.

Changes in combat parameters

This indicates how a selected item changes a character's parameters. Yellow numbers indicate a parameter increase. Blue numbers indicate a parameter decrease.

Special effects of the selected item

Any special effects of the selected item are indicated here. For details see P. 30 "Accessory Icons".



Comments
Describes the powers of the selected item.

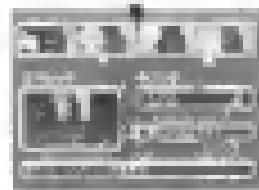


Move/Magic

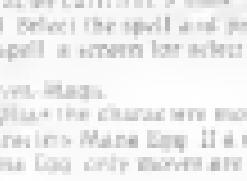
Use the Move/Magic command to use a move or magic. Performing a command and pressing a B button to display a move/magic spell selection screen. A character can only use one move/magic spell at a time. If a character has no move/magic spell selected, the spell selection screen will be used. Select the spell and press enter. If a move/magic spell is selected for selecting a target's health, it will appear as a Hover-Magic.



Select the move/magic to use and press the A button



Comments
Gives a description of the selected move/magic spell effects.



Move/Magic spell

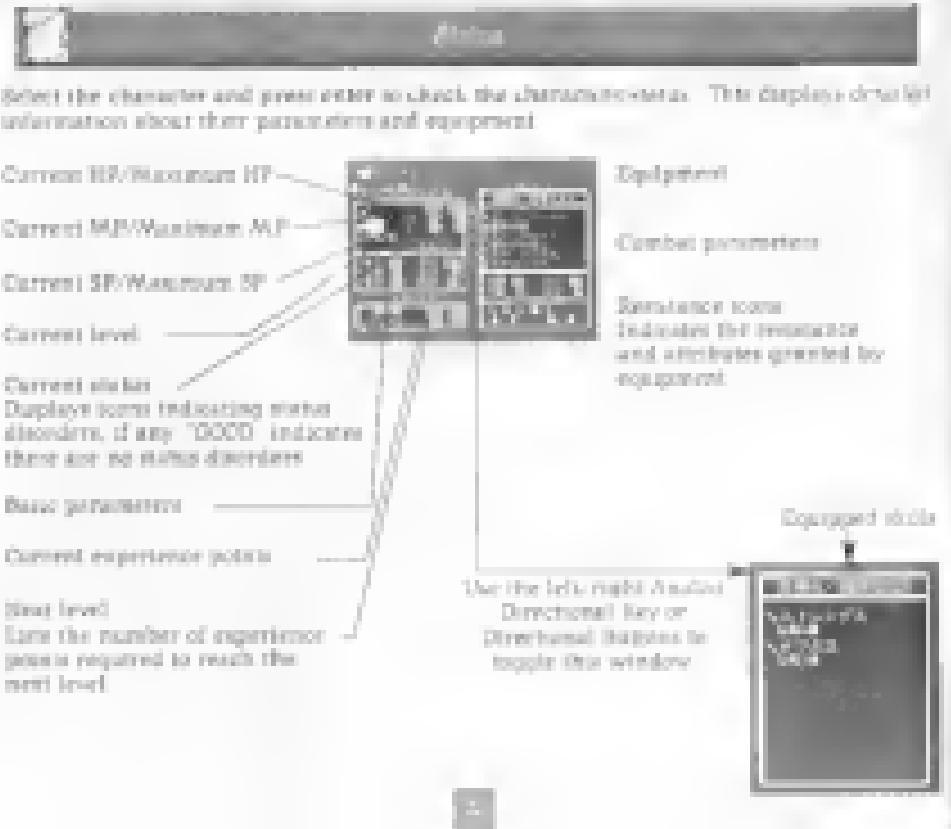


Level
The level of the move/magic spell is indicated by the number of Δ symbols. The more Δ symbols, the larger the move/magic spell's power. When the level reaches the highest level of 5, **MAX** appears.

MP consumed
Displays the number of MP MP consumed by the move/magic spell.

Level up cost
Displays the number of special coins or magic coins required to raise the move/magic spell to the next level. Green numbers indicate special coins while blue numbers indicate magic coins.





Select the character and press **Enter** to check the character status. This displays detailed information about their parameters and equipment.

Current HP/Maximum HP



Equipped

Combat parameters

Resistance score
Indicates the resistance and attributes granted by equipment.

Current MP/Maximum MP

Current level

Current stats
Displays some indicating status disorders, if any. "0000" indicates there are no status disorders.

Basic parameters

Current experience points

Next level

Shows the number of experience points required to reach the next level.

Use the left-right/Analog
Directional Key or
Directional Buttons to
toggle this window



Basic parameters

STR: Strength. Indicating the character's attack strength.

ATK: Vitality. Indicates the character's defensive strength.

AGI: Agility. Indicates how quickly the character's Gauge advances in combat.

SPD: Speed. Indicates movement speed and movement distance in combat.

WAD: Magic ability. Indicates the character's magical attack ability.

WDS: Mental ability. Indicates the character's magical defense ability.

Combat parameters

ATK: Attack value. This value is the basic "ATK" parameter plus the added effects from skills and equipped items. Attack value affects the amount of damage inflicted on an enemy.

DEF: Defense value. This value is the basic "ATK" parameter plus the added effects from skills and equipped items. Defense value affects the amount of reduced damage from enemy attacks.

ACT: Action value. This value is the basic "AGI" parameter plus the added effects from skills and equipped items. Action value affects how fast the SP Gauge moves.

MDV: Movement value. This value is the basic "SPD" parameter plus the added effects from skills and equipped items. Movement value affects the movement speed and movement distance in combat.



Attraction levels

A mana disorder icon displayed on either indicates resistance to that mana disorder. A resistance icon displayed in colour indicates resistance to that colour, and the number indicates the resistance level.

Poison Sleep Petrified Confusion Flare Mage block Wave block



Power Up

The Power Up command lets you use special mana/magic items earned in battles to learn and power up various Mana Egg spells and skills from Skill Books. Use the L/R Triggers to select a Mana Egg or Skill Book and press enter.

The special mana/magic items earned in battles can be used to learn, power up mana, magic, spells and skills.

Special mana/GC

Magic mana/UD

Character growth

Skill Book growth



Learn Mana



Details on P. 17



Learn Magic



Details on P. 20



Learn Skills



Details on P. 20



Mystic Points



Each character possesses unique special attacks known as moves. In order to use moves, the character must first learn them using special coins. First, select the character to learn or power up the move and press enter. Then select the move to be learned (or powered up) and press enter. Some moves can't be learned unless specific events in the adventure have occurred.

Move level

The level of the move is indicated by the number of * symbols. The more * symbols the faster it can act and the more power it has. When the level reaches the highest level of 8, "MAX" appears.

Select the character and press the A Button



RP consumed
Lists the number of RP consumed by using the move

Magic coins required
Lists the number of special coins required to learn or power up the move

Name of move
Lists the name of the move. Moves that haven't been learned yet are indicated by "----". Only moves level 8 or higher can be learned or powered up.

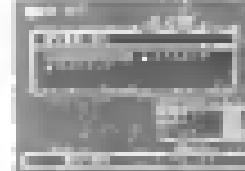
Special coins

List the current number of special coins available. If the number here is less than the number of special coins required, then learning or powering up isn't possible.

Comments
Gives a description of the selected move's effects



Mystic Bag



A character equipped with a Mana Egg is able to learn and use the magic spells within it. Both individual spells and Mana Egg base levels and the level of the Mana Egg itself can be raised by raising the levels of its magic spells. When the Mana Egg's level increases, it gains more spells to be learned.

Magic level

The level of the magic spell is indicated by the number of * symbols. The more * symbols the higher the level, the faster it can act and the more power it has. "MAX" means the spell has reached its highest level of 8.

Select the Mana Egg and press the A Button



Name of the Mana Egg

Mana Egg level
Indicates the Mana Egg's level (the sum of the levels of its spells). As its level increases, the Mana Egg receives additional spells to be learned.

Mana Egg character
Lists the characteristics of the selected Mana Egg

Magic coins
Indicates the current number of coins available. If the number of coins is less than the number of magic coins required, then learning or powering up the spell isn't possible.

Comments
Provides a description of the selected spell's effects. "----" means the level of the Mana Egg is still too low for the spell to be learned.

Name of spell
This is the name of the magic spell. Spells that have yet to be learned are indicated by "----". Only spells listed in white can be learned or powered up.



Learning Magic

Select the Mana Egg containing the magic spell you want to learn and press down the character learn that spell unless you possess the necessary number of magic coins. MAX. No. 1

Powering Up

Select the Mana Egg containing the magic spell you want to power up and press down. You cannot power up that spell unless you possess the necessary number of magic coins (MAX). The higher a spell's level, the faster it can act. The maximum level for a magic spell is 8.

Types of Mana Eggs

Name of Mana Egg	Description
Water/Earth/Forest	Forest Mana Egg
Fire/Wind/Lightning	Desert Mana Egg
Wind/Water/Wind	Airy Mana Egg
Fire, Earth/Lightning	Earth Mana Egg

* This is not a complete list of Mana Eggs. Look for others!



Using Skill Books

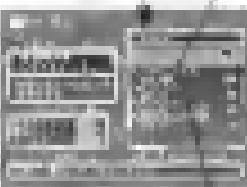


Name of the Skill Book

Skill Book Level
Indicates the Skill Book's level (the sum of the levels of all skills). As this level increases, the Skill Book receives additional skills to be learned.

Skill Book Contents
Lists the characteristics of the selected Skill Book.

Special coins/magic coins



Comments
Provides a description of the selected skill's effects. "00000" means the level of the Skill Book is still too low for the skill to be learned.

Name of skill
This is the name of the skill. Skills that have been learned yet are indicated by "—". Only skills listed in white can be learned or powered-up.



Learning Skills

Select the Skill Book containing the skill you want to learn and press enter. You must learn that skill unless you possess the necessary number of magic coins (MCI) or special coins (SC) (Learning Up Skills).

Select the Skill Book containing the skill you want to power-up and press enter. You cannot power up that skill unless you possess the necessary number of magic coins (MCI) or special coins (SC). A skill becomes more powerful as its level increases.

Types of Skill Books

Skill Book Name	Description
Combat Skill Book	Allows you learn combat skills
Support Skill Book	Allows you learn support skills
Learnable Skill Book	Allows you learn learned skills
Power-up Skill Book	Allows you learn power-up skills

This is not a complete list of all Skill Books. Look for others!



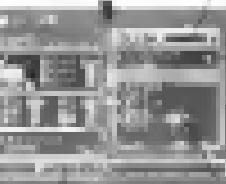
Used to equip character with skill in the same way as weapons and other equipment. Select the character you want to equip with skill and press enter. To equip a new skill, select an empty skill entry and press enter. Switch to the skill book window containing the learned skill, select it and press enter.



• Skill currently equipped
Shows here which a currently equipped skill or "—" and "—" refer to equip or change a learned entry

• Shows the current parameters that you will see how the selected skill affects the character parameters. The numbers are yellow when a parameter goes up or blue when a parameter goes down

• Skill to be changed
The skill to be changed appears here



Comments
Provides a description of the currently selected skill

Character equipped with skill
Displays an icon of the character currently equipped with the skill. Skills with an icon appearing here cannot be selected as a skill up the equipped

Name of skill
This is the name of the skill. Skills that have yet to be learned are indicated by



Select the AI you want to change and press enter



Current strategy

Comments
A description of the currently selected strategy appears here

Set AI allows you to change the strategy. AI is used in combat fighting combat. Select either an individual character to switch to Party. The AI window will appear. Select your desired strategy and press enter.

AI window

Name of strategy	Description
Simple	Fight individually (organized)
Smart	Fight with regular and special moves
Smartest	Fight mainly with normal attacks
Smartest 2	Recover frequently to avoid failing
Smartest 3	Fight by raising friends' parameters
Smartest 4	Press the energy with attacking attacks
Smartest 5	Use mainly Evade and Defend
Smartest 6	Characters act according to their personality



Level 30

MAP ID
MAP NAME

MAP ID

MAP NAME
The kinds of people live in towns. Try talking to as many of them as you can, to gather useful information

MAP

1. In the field, you'll notice some massive charts. These charts may be scattered and after attack. If you are interested in research, try approaching it and pressing the A button



Character icon



Treasure chest (large)



Treasure chest (small)



Level 30

MAP ID
MAP NAME

MAP ID

MAP NAME
The kinds of people live in towns. Try talking to as many of them as you can, to gather useful information

MAP

1. In the field, you'll notice some massive charts. These charts may be scattered and after attack. If you are interested in research, try approaching it and pressing the A button



Character icon



Treasure chest



Treasure chest

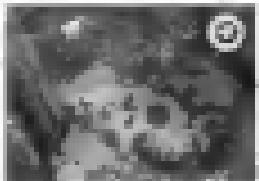
MAP ID
MAP NAME

MAP ID

MAP NAME
Trigger return to the right

MAP

1. Trigger return to the right



MAP ID
MAP NAME
Monsters wander about the dungeon fields. If you encounter an enemy, a combat screen will appear and combat will begin



Compass

The compass appears in the upper right corner of the screen in town, fields and dungeon fields and indicates the direction and distance to the destination. Press the Y button to change the destination. The number of destinations you can choose from depends on your current location and may change as the game unfolds.



Dest.

The number of blue dots indicate the number of destinations that can be chosen. The yellow dot indicates the current destination.

Roof

The needle points in the direction of the destination.

Destination

Lists the name of the current destination. In dungeon fields, the only possible directions are "Forward" and "Back".

Destinations available



Destinations for jump



Distance to the destination

The light green circle appearing underneath the needle indicate the distance to the destination. The circle reduces as you close in on the destination and increases as you move away from it.



Switch icon

These icons appear in places where you can take actions, such as pulling switches or pushing objects. There are also places where you can push objects or take other actions, even though no action tree appears.



Jump icon

These icons appear where you can jump down or across ledges or other openings in the ground.



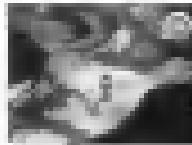
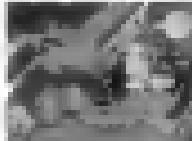
Ladder icon

These icons indicate steps or ladders which you can climb up or down.



Control Hat

These icons identify obstacles in optional stages and will provide you with control tips and other hints.





Save Game

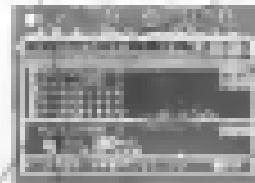
From the A button while you are on one of these screens to save your game or let party members recover. Select "Recover" to restore all your party members' parameters to their maximum values. Save icons also cure all status disorders.



Select "Save Game" and press enter to display the save screen. On the save screen, use the L/R Triggers to select a controller port where a memory card is inserted, select a place to save your game and press enter. Saving your game where an older game is already saved will completely overwrite the old game.

Save game

A memory card is required to save games. Saving one game requires one free memory location. You can save up to 10 games on one memory card.



Current location

Current party

Controller ports

The controller port where the currently selected memory card is inserted appears here.

Save time

The total play time elapsed when the game was saved appears here.

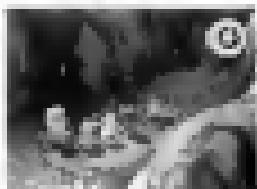
Current play time

The total play time from the start of your adventure to the present appears here.

*While using an healing item, saving game-off the Discard all * power. Do not use it in Recovery Memory until after an upgrade ends, or controller.

Find Objects

Find money, treasure chests or other objects in dungeon fields, press the A button to open up. Standard treasure chests contain one item, while big treasure chests contain three items.



Find Characters

Talking to town characters to gather information and move your adventure. A conversation with a character can be easily over after talking with them only once. Try talking to another character again and again if the conversation seems unfinished, or if the character is particularly interesting.



Other

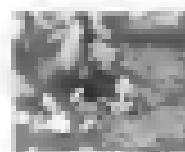
To find out what's going on in a town or dungeon, move up to it and try pressing the A button. You might be able to investigate it and gain some information.

Dangerous traps

There are many traps set on the dungeon levels. If you trip one, the party may lose HP or suffer some disorders.

Change Your Character

Certain objects in dungeon levels such as quasi-mushrooms or breakable items may be classified. You can try to smash objects by pressing the A button.

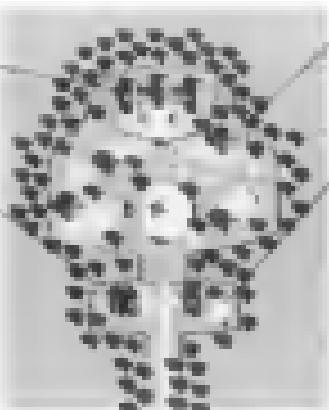


There are many buildings in towns, such as Inns and General Stores. Here we will introduce some of the buildings in Carbuncle Village, where Rydia will visit first.



House
You will find the
House in the beginning
of Carbuncle Village.
Fedor has agreed
to be a pilot for her.

General Store
It is a good place to
buy items necessary from
the village. Here you can
easily recover all HP
and save your game.



House
There are several houses in
the village. If the door
opens, you can go inside
and talk to the residents.
General Store

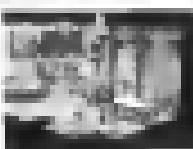
At the general store you can
buy and sell weapons
armors and other items
you'll need on your
adventures. Here you'll also
find a character wearing a
"hated hat" who often
comes up.





Inn

At the inn you may rest your character or save your game. Whenever you reach any town, it is recommended to first visit the inn to restore your party's status and save your game. You can stay at the inn for free.



End the Night



Spending the night restores HP, MP and SP to their maximum values and cures all status disorders (except). Spend the night and pressing enter will end a dinner scene. From here you may choose the character you want to talk to and press enter to have a conversation you might just find out important plot information. To end your meal select the 'Good Night' icon and press enter. You may still be able to end the meal until you have found a particular character.



The 'Good Night' icon.

Select the 'Good Night' icon and press enter to end your meal conversation and go to sleep. This will happen within the game.

Save Game

This restores the HP, MP and SP to their maximum values and cures all status disorders.

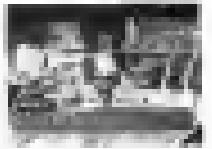
Upgrade Equipment

Select this next to save your game. For details, see P. 37



General Store

Using the properties of the general store lets you buy and sell the spell, armor and other items you'll need on your adventure. Also in the general store is a character inquiring a "Tutorial NPC" who'll probably explain what you need to know about combat. Try talking to her if you have a question.



Buy

To buy items at a general store, select the item type and press enter. Then select the item and press enter. This will display the Buy command. When selecting equipment, you will update the stats effects on the character parameters. Equipment items can be equipped immediately.

Set of items for sale

Set for sale

Set commands

View your

Equipment

Set command for

equipping the

item will

appear. When

you buy an

item, a

command

allowing you to

buy 1 set

item at once

will also appear



Parameter change menu

These menu indicate an item effect on parameters. An **A** icon indicates an increased parameter, while an **T** icon indicates a decreased parameter. The change menu from left to right indicate the ATK, DEF, ACT and MND parameters.

Dark on hand

Number carried

View the number of each item

carried by the party

Item description

Give a description of the selected item, including its strengths, special effects and price



Changes in owned

parameters

This displays the item effect on combat parameters. Yellow numbers indicate an increased parameter, blue numbers indicate a decreased parameter.



Sell

To sell items you are carrying, select the item type and press **W** while the item is selected and press **Enter**. This will display the Sell command. Some items must be removed before they are sold, and some items cannot be sold at all.

Items of items carried

Items carried

Sell command

In addition to selling items you are carrying, you may also use a command to sell multiple items at once.

Cash on hand



Cash on hand

Number carried

Price

Item description
Gives a description of the selected item including its strength, special effects and price.

Tutorial

When you talk to the character in the corner of the room wearing a "Tutorial Hat" he will give you information and special tips while walking you through standard battles. At the start of your adventure he will provide only simple tips but then offer more advanced help as your adventure progresses.



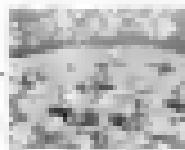
Combat

Encountering an enemy in a dungeon field will trigger the combat screen to appear and initiate the battle. During combat, you must decide your character's actions each turn until you defeat the enemy. Combat occurs in real-time except during the execution of moves, spells and special enemy attacks, and while the character uses command keys. Combat ends when all enemies are defeated, or when the combat command "Escape" is successful. Upon victory, the combat results screen will appear, then you will return to the dungeon field where you originally encountered the enemy. If all party characters fall in combat, the game is over.



Contact with enemy

Start of combat
Engaging against the enemies starts. It may be a fight hand!



All party characters fall in combat

Game Over
You must reload screen!

End of combat

Combat results screen appears
The experience points, coins and gold earned by battles are added. The combat screen ends

Return to dungeon field screen



How You Combat the Enemy: Rules & Difficulties

Contact with enemy



How you encounter the enemy on the dungeon field screen determines who will have the advantage at the start of combat. If you encounter the monster party from behind, you have the element of surprise and can attack first. However, if the enemy encounters you from behind, you will be surprised and attacked first.

Contact net made in one of the states below

Combat starts normally

Player party approaches
monster party from behind

Combat starts with
a surprise attack

Combat starts with the enemy
surrounding your party and
launching a surprise attack.



Monster party encounters
player party from behind

Combat starts with player party
surprised

Combat starts with your party
surrounding the enemy and launching
a surprise attack.



Combat net made

Combat net is made in the following
ways: monster party from behind
or the player party from behind
with 10% PAP and 10% chance

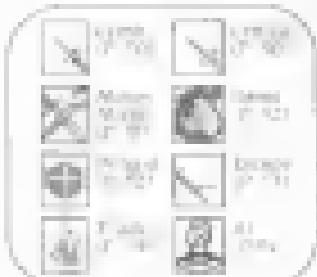


Combat net made
Display: displays the number of nets.

Combat Status Window
Shows details on the currently selected
combat. For specifics see P. 47

P- Gauge

The P- Gauge (Player Gauge) displays the order in which
party characters and monsters
take action. For details of the
P- Gauge see P. 47



HP: Hit Points
MP: Magic Points
AT: Attack Points



Planning of Various Player Displays

Here are the meaning of the various markers displayed. Wound each character



Indicates that a character has been wounded.



An attack has been cancelled.



A character has landed an enemy attack.



An attack has missed due to the enemy dodging or the like.



Indicates the total number of hits in a Combo attack.



An attack within 1 meter because the target was too far away.

Control Screen Window

The window displays each character's status, action status, combat parameters and other information. When a character is selected, Treasure icons may appear where the character is carrying valuable items.

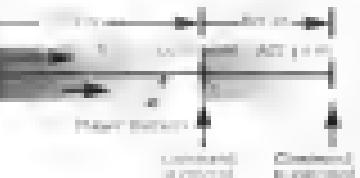


Treasure Icons

These indicate the chances that a character will drop a good item. The greater the number of good number the chances are that a character will drop an item.

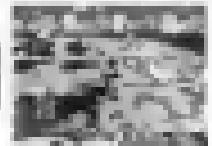
Attack Action

This indicates what kind of attack the character is taking and which character is the target of attack.

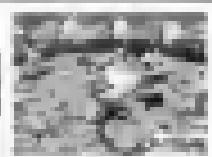


The IP Gauge determines the field in which each character acts. Each character marker moves from left to right along the Gauge, and when a character marker reaches the COM point, you may enter your command. The action will then be executed once the character marker reaches the ACT point located at the right end of the IP Gauge.

When a player marker reaches the COM point on the IP Gauge, the actions of all characters are halted and the command entry field switch your target. Once you enter a command, the marker begins moving again.



When a player marker passes the COM point on the IP Gauge, that character prepares to carry out the entered command. When the ACT point is reached, the character begins his/her action and the entered command is executed.



Once his/her action is complete, the player marker moves back to the left end of the IP Gauge. The marker then begins moving towards the command entry point again, and this sequence is repeated as long as combat continues.





Use a Critical Attack to Move the Monster Marker to the Left

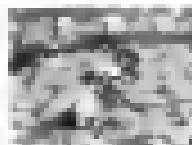
If you land a critical attack on the enemy before they can enter attack mode (2) the enemy's marker will be pushed back to the left (2) delaying the enemy's attack. If you can manage to land consecutive critical attacks, you might even be able to defeat the enemy without being attacked.



Use a Critical Attack to Move the Monster Marker to the Left

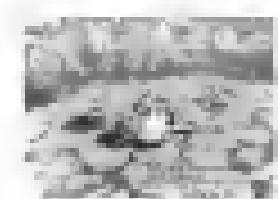
Differences in SP Movement Speed from the COM-Pause to the ACT-Pause:

Even if the enemy is just about to execute an attack (2) you can enter a command with a high SP Movement speed attack (Dodge) and it will execute relatively quickly (2) you still might be able to defend the attack and reduce damage.



Combo

Select Combo for combination attack. Select the Combo command and press enter. Then select the enemy to attack and press enter.



Above Combo

If you attack him while the enemy is in an attack pose (A) Combo may occur, resulting in greater damage.

Critical

This is a primary or single attack between the Critical command and press enter, then select the enemy to attack and press enter. Although a Critical won't inflict as much damage as a Combo, it can move the enemy's SP Dodge marker back to the left. A Critical requires a large attack motion that may leave you vulnerable to Counter damage, so be careful timing your attack.



Above Critical

If a Critical (or other attack which has a Cancel effect) hits while the enemy is preparing to act (between the COM and ACT pause) the enemy's marker may be pushed back before the COM pause. Scoring a critical can be useful for avoiding these particularly powerful enemy attacks.



Moves/Magic

Once you are in, you see the moves and magic spells contained in a character's Mana Egg. Use the L/R Triggers to switch among the Moves/Magic windows and select the move or magic spell you want to use then press enter. After selecting the target and pressing enter, the character prepares to activate the move/magic. As the character prepares they will be surrounded by yellow or green lights and when their marker on the 17 Gauge reaches the ACT panel, they will execute the move/magic spell.

Comment

Describes the selected move/magic spell and base level range of effect, and points consumed



Moves/Magic window

If a character is equipped with a Mana Egg, magic windows will appear. Use the L/R Triggers to switch among them.

Points consumed

The points consumed by the move/magic spell appear here. If your current SP or MP value is less than the rating, you don't see the move/magic spell.

About SP Recovery

You'll recover a small amount of SP if you hit with a Combo or Critical attack, or if you are hit by an enemy attack.



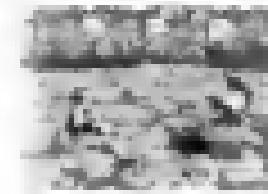
Items



The command lets you use or equip a character with items being carried during combat. Select one from the Items list and press enter, then select the target and press enter. Grayed out items cannot be used in combat! Only currently equipped objects can be used as items.



Defend



Use this command to take a defensive posture for a fixed period of time. It will reduce strength and lower the chance of status damage, but it also recover more SP than usual if you're defended to block the enemy attack.



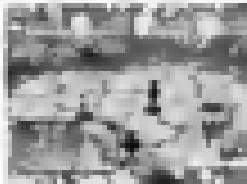
Escape



Escape allows you to retreat from a combat scene. If you escape is successful you will exit the combat scene but lose 1/3 of the experience points, gold and other items you did not yet defeat the enemy. Use this command if the party characters are in dire straits. You can't use the Escape command to get away from every enemy, however. Some you will have to fight and defeat in order to continue.



Evasion



Evasion allows you to avoid enemy attacks by moving to another location. It can prevent several enemy attacks appearing on the screen when press enter. Pressing will not let you avoid more than one attack spell able to affect, regardless of distance.



M

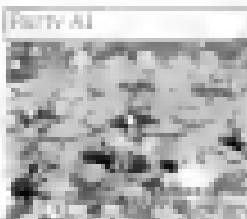


You can choose the AI battle settings from eight different strategies of action. Select either a party or individual strategy name and press enter to display the strategy menu, then select your strategy and press enter. Once you select "Manual" an AI battle will be executed. During battle, you can use the Y Button to turn Party AI (Party Run) on or off. To halt an AI battle press the B Button. When using a strategy other than Manual, you can only change the camera angle in combat when an AI strategy is being executed.



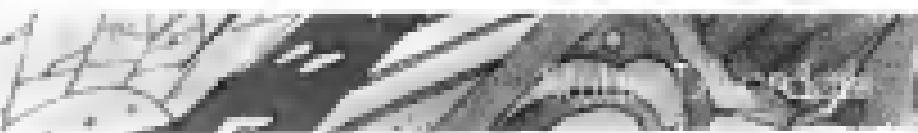
Manual (right button Y)

Name of strategy
The strategy name appears under the individual character's names during the execution of AI strategies set for individual characters. It also appears at the bottom left of the screen during the execution of Party AI.



Party AI

Combat camera angle mark
Use the X Button to change the combat camera angles. There are four to choose from.



Name of Condition	Description
Blocked	You enter HP counter commands.
Confused	The player moves and attacks unaimingly.
Fight	Fight Loop with normal attacks and recovery attacks.
Knocked	Knock frequently while fighting to prevent party characters from falling in combat.
Knocked Out	Use assistance magic while fighting to raise friends, power fight while creating situations that make it difficult for the enemy to attack.
Paralyzed	Use health Evade and Defend.
Recovering	Each party character makes actions according to their personality.

Different Camera Camera Angles

 This camera angle captures the entire combat screen.

 This is the standard camera angle.

 This camera angle displays a close-up of a specific character. Use the L/R Triggers to switch characters.

 This camera angle displays a specific character and their surrounding vicinity. Use the L/R Triggers to switch characters.



Status Disorders

 **Blocked**: A paralysed character cannot suffer damage from attacks. The effects continue after combat ends.

 **Confused**: Player randomly inflicts HP penalties regardless of other status disorders. It can also decrease character parameters. Pauses effects increase after combat ends.

 **Paralyzed**: The character can no longer use spells, regardless of their HP. The effects continue after combat ends.

 **Knocked**: The character can no longer move, regardless of their HP. The effects continue after combat ends.

 **Recovering**: Party characters and monsters may suffer status disorders when recovering HP. These special status disorder disorders are indicated by a mark appearing above the inflicted character's head, and the character's actions will be transferred to combat. Status disorders can be cured by using magic or items. In addition, some status disorders may wear off after combat.

 **Sleep**: Sleeping characters are unable to act until a period of time elapses or an enemy attacks them. Sleep effects wear off when combat ends.

 **Confusion**: A confused character will not accept commands and cannot attack his friends. Confusion may wear off after a period of time or when combat ends.

 **Paralysis**: A paralysed character cannot move his body. Paralysis may wear off either after a period of time or when combat ends.

 **Frozen**: A character whose HP falls to 0 may no longer participate in combat.





Nilanji Chayayachan

Page 87

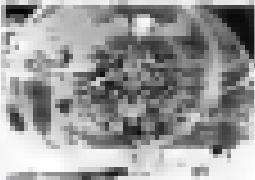
The colour changes on
Malva a wood gets
stronger.



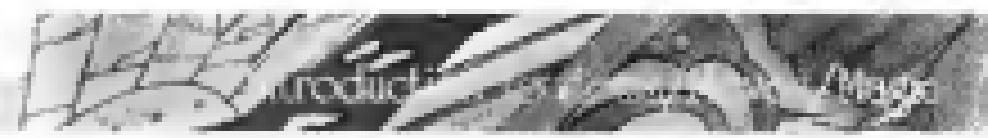
卷之三



Other new applications



The construction of founded piers





VERY SPECIAL THANKS

Devina Roy
Rhona Hoffman
Xavier Roselli
Dawn Ross
David Bussinger
Lorraine Davis
Jay Cohen
Wendy Edwards
Gena Davis
Kurt Devine
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Landy Goss
Patricia Russell
Roxanne Wilson
Roxana Davis
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Asha Puskar
Roxane Taylor
Don Chauvet
Anita Verry
Michael Thompson



Dreamcast

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Opgradering van observaties. Slechts 14 van de medewerkers, waaronder vier leden van de bestuur, gaven geen gedetailleerde beschrijving van de verschillen in hun arbeidsvoertuigen. Hoogte en lengte van representatieve positieën

Na engorda, o treinador da nova geração, com a sua capacidade de produzir, é o que é que é: um treinador que tem a capacidade de produzir.

La significatività di questo valore di questo genere non è soprattutto grafica, il problema è piuttosto di interpretare le grafiche di questo genere attraverso una logica più appropriata.

Replacing after learning or data and training. However, it does not work effectively. The first is more useful than the second.

Non-invasive optical coherence tomography can also be used to detect early-stage disease progression. Non-invasive imaging techniques are also being developed to detect early-stage disease progression.

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Predicted values under total air volume of 0.5. Patients 0,480,734, 0,420,000, 0,480,170, 0,440,200, 0,450,200, 0,480,000, and 0,4, 0,420,000, and 0,4, 0,420,000, and 0,4, 0,420,000.

[Protein passing] in 90.0, and other essential) and Canada Potent 1, 90.0, 100 and European Protein 90.0, 100.0, Potent 100.0, 100.0, obtained. Antibodies against L. sphaericus